

IS THE SAME AS NEVER GEAR IN ANIME SWORD ART ONLINE WITH METAVERSE

M. Sholikhul Charity Rofiqi

Email: kikipokemon4@gmail.com

Abstract

In the use of Never Gear with Medium metaverse _ developed by Mark Zuckerberg for now this and would it be dangerous? result in Dead for users on moment worn and for the method the wearer with method asleep or with still use or still in nature lower aware. Never Gear alone in method use it that with use connection computer and Virtual Reality tools in the form of a like helmet with provided _ stone backup on moment original battery _ already finished and battery backup can use with automatic for immediately used _ but the para player no can go out or turn off That Never Gear with by immediately or by force and if it is turned off by result in a explode tool that can _ destroy the room. Metaverse alone not yet there is proof can turn off, for now, this but it can happen that was like the Never Gear that arrived explode causing _ a great death _ terrible that is not want to feel by everyone. Objectives To find out whether the negative impact of never gear will be the same as metaverse, To find out whether the economic impact will have a good impact, To find out the opinion of people with the metaverse. For results from that study qualitative that I observe for now not yet, there is a victim soul for use Metaverse. But the Current Metaverse _ I see is still used for business, games, and activity work. Metaverse made look-alike possible like in the world real or today's world our occupy now this and there for buy clothes are called buy skins made from NFT and there can have a house yourself _ _ like.

BACKGROUND

Cartoon Japan or usually very called anime favorite moment this. Anime is an animation typical of the usual Nihon characterized through Images and colorful displays _ of characters in various types of locations and stories, aimed at on variety type audiences (Aghnia, 2012). 4anime is affected style image manga, comics typical Japan. Anime is wrong one type of

VISIT...

LANZAROTE
Caliente.COM

movie favorite animation _ by children, teens, and adults. _ Moment it's an anime already started many growing in some cleavage world including Indonesia.

That anime sword art online tells a **virtual reality** online game called **never gear** different with **metaverse** the medium made by **Mark Zuckerberg**. The difference located on the method used is that like **never gear** with position sleep, the body no can move, play in nature lower aware and no can be released with force, the internet must be stable, the body must be infusion if no somebody will die if violate that and die with exploding his brain. **Nevergear** is only for **virtual reality** online games that don't go out or log out of the game and if want to go out of that game must beat the boss on the floor last.

If **metaverse** moment is used still can be moved member body and still can go out safely. In **metaverse** can buy and sell soil or skins or -shaped dresses _ in **virtual reality**. **Metaverse** alone still developed for can used with more good for everyone.

Formulas problem research could be formulated as follows:

1. How impact bad **never gear** will same with **the metaverse**
2. How the economy will impact good
3. How opinion of people with there is his **metaverse**

Research purposes

1. Knowing impact bad from **never gear** will same with **the metaverse**
2. Knowing the impact economy will impact good
3. For knowing opinion of people with there is his **metaverse**

Research methodology

Types of research

Type Study is the main idea as the basis of the method study. With a more relevant approach, researchers will be using the basis of its methodology on the type qualitative. Then researcher will use the symbol approach or what we are used to knowing with the approach "semiotics".

Research subjects and objects

- a. Subject
who became subject study this an anime called sword art online
- b. Object research

Object study this more focus on with different his neveargear listen moderate metaverse _ made this

Data source

Source data is a which place _ will become reference main researcher in researching study this, and the data two types are primary and secondary r. Source from anime sword art online and google every _ I see.

Data collection technique

The data I took from I observed a film and saw data from Google saw the progress of its manufacture

RESULTS AND DISCUSSION

Results

Virtual Reality (VR)

Virtual Reality (VR) is starting to be used in psychological therapy around the world. However, a thorough understanding of the reasons why VR is effective and what effect it has on the human psyche is still lacking. Most of the research on this subject is related to the concept of presence. This paper provides an up-to-date overview of research in this diverse field. It begins with the most general definitions and theories of presence, most of which relate specific roles to mental processes of attention and mental models of virtual space. A review of the phenomena thought to be influenced by presence indicates that there is still a strong need for research on this subject as little conclusive evidence exists regarding the relationship between presence and phenomena such as emotional responses to virtual stimuli. The investigations show that there has been substantial research to develop methods to measure attendance and research into factors that contribute to attendance. Knowledge of these contributing factors can play an important role in the development of new VR applications, but the key knowledge elements in this area are still missing.

Discussion

Metaverse _

The first component of our model is the metaverse itself. The specific instantiation of the metaverse is cyberspace, including what others refer to as cyberspace or virtual world

environments. With advances in technological capabilities, VW has grown into a capable environment that supports effective interaction (Schroeder et al., 2006, Sempsey and Johnston, 2000). Metaverse is configurable concerning communication and performance capabilities, allowing team members to interact in different ways to support team collaboration (Kahai et al., 2007). Makin, metaverses is a common platform for social, educational, and business activities, and more organizations are present at VW. Appendix A provides basic background on metaverses, including current VW examples.

We define technology metaverse as the set ability for communication, rendering, interaction, and team processes. Draft technology as set the ability to appear in various ways in the literature, for example, the ability technology automation office (Gutek et al., 1984) or the ability to utilize technology information throughout _ companies (Bharadwaj, 2000, Henderson and Venkatraman, 1999). Do we base our ideas about ability on a meaning dictionary where's the original? capability is inherent potential _ for development, that is, " features or capable faculty _ to be " developed ." So, in our context, ability technology metaverse provides feature potential – both moment this and not yet found – which can be developed for function certain. His ability is dynamic and represents a point early can _ changed through interactions in the metaverse. That's the basic idea of ability technology and change through interaction consistent with a study previously on groupware and technology collaboration (Carte and Chidambaram, 2004, DeSanctis and Poole, 1994). Draft technology metaverse as set ability included in our model for three reasons. First, technology plays a role key in the virtual team because that is the environment in which people carry out duties and activities. Second, VW and interaction between man and technology are generated through the ability technology metaverse. Finally, the existing classification ability technology does not yet explain metaverses and characteristics unique. It Perspective taxonomy that becomes based on many classification technologies no could give a complete picture _ description environment metaverse, remember that environment this presenting type different contexts (Zigurs _ and Khazanchi, 2008).

Approach capability allows us to take more views _ and is flexible that has potency for entering features new along with development technology. Furthermore, as mentioned _ before, we did not treat ability as ability still, but as dynamic and develop as an avatar interacting in the metaverse. The part following checks the ability technology metaverse in each of four areas: communication, rendering, interaction, and team processes. For each area, we review the relevant draft from existing research _ and show how to draft that could be expanded in metaverses, or how the same concept _ very new possibly needs to be applied.

List References

- Primary, SA (2019). *DESIGN OF ANIME RECOMMENDATION SYSTEM USING DECISION TREE METHOD IN CREATIVE INDUSTRY* (Doctoral dissertation, Universitas Pembangunan Nasional Veterans Jakarta).
- Lindahl, M., Pettersson, P., & Yi, W. (2001). Formal design and analysis of a gear controller. *International Journal on Software Tools for Technology Transfer*, 3 (3), 353-368.
- Mystakidis, S. (2022). Metaverse. *Encyclopedia*, 2 (1), 486-497.
- Gunawan, I. (2013). Qualitative research methods. *Jakarta: Earth Literacy*, 143, 32-49.
- Aisyah, I. (2019). *Anime and student lifestyle (study of students who are members of the Japan Freak Community UIN Jakarta)* (Bachelor's thesis, Faculty of Tarbiyah and Teacher Training UIN Syarif Hidayatullah Jakarta).
- Lutfiana, R. (2015). Sale of Interest Symbols in Political Brochures (Semiotic Analysis Behind the Legislative Candidate Brochure for DPR RI Hengki Kurniawan). *Paradigm*, 3 (3).
- Kawahara, R., & Abec. (2009). *Sword art online*. ofelbe.
- Schuemie, MJ, Van Der Straaten, P., Krijn, M., & Van Der Mast, CA (2001). Research on presence in virtual reality: A survey. *CyberPsychology & Behavior*, 4 (2), 183-201.
- Davis, A., Murphy, J., Owens, D., Khazanchi, D., & Zigurs, I. (2009). Avatars, people, and virtual worlds: Foundations for research in metaverses. *Journal of the Association for Information Systems*, 10(2), 1.
- Kumar, S., Chhugani, J., Kim, C., Kim, D., Nguyen, A., Dubey, P., ... & Kim, Y. (2008). Second Life and the new generation of virtual worlds. *Computer*, 41(9), 46-53.
- Arifiani, L., & Furinto, A. (2022). *TRANSFORMASI MODEL BISNIS Konsep, Strategi, dan Antisipasi Menyongsong Era Metaverse*. SCOPINDO MEDIA PUSTAKA.
- Cameron, J., Worthington, S., Saldana, Z., & Weaver, S. (2009). *Avatar* (p. 8). Twentieth Century Fox Home Entertainment.
- Indarta, Y., Ambiyar, A., Samala, AD, & Watrianthos, R. (2022). Metaverse: Challenges and Opportunities in Education. *Journal of Basic*, 6 (3), 3351-3363.
- Langacker, RW (1999). Virtual reality.

Bakhri, S., Dyatmika, T., & Kamal, MR (2020). The Influence of Ability to Use Communication Technology, Socialization of Online Learning Media, Family and Teacher Support on Student Activity in the Covid-19 Pandemic Period. *Journal of Mediakita: Journal of Islamic Communication and Broadcasting*, 4 (1).